DAVID CRANE'S AMAZING TENNIS

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Featuring the voice of Frank Hammond

DAVID CRANE is the most successful U.S. game designer of all time. His titles have sold millions of units over the past 15 years.

A true pioneer in the industry, David is one of the founders of Activision. His designs of such early games as *Laser Blast, Freeway, Dragster,* and *Fishing Derby* helped establish that company's reputation as the best source for Atari 2600 video games. David's innovative and revolutionary title *Pitfall!* sold a record 4,000,000+ units and established new horizons for the game-designing craft (and it remained #1 on the video-game charts for 54 consecutive weeks!).

Other David Crane-created titles includes such hits as *Ghostbusters, Decathlon, Little Computer People, Transformers: A Boy and His Blob,* and *The Rescue of Princess Blobette.* He has been honored as "Designer of the Year" by various trade and consumer publications, and his games have been the recipients of numerous awards.

A tournament-caliber tennis player himself, David currently lives in California with his wife and daughter.

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PLAYER'S RULEBOOK

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How about a Real Game?

We don't call it *Amazing Tennis™* for nothing. That's because this is the closest video-game tennis has ever come to the real thing. It has the precision feel and accuracy of real tennis—with a roster of lifelike serves and shots to choose from, not to mention a great lineup of computer opponents.

The rules of *Amazing Tennis* follow real tennis to a "T." You can even choose the types of court surfaces you want to play on. Plus, the superb graphics and animation are exciting to watch—even when you're not holding the controller. The sound is amazing, too—from the *thwack!* of the racquet smacking the ball to the score calls made by the actual voice of world-famous chair umpire Frank Hammond!

So bone up on the rules, grab your controller-racquet, and get ready to hit the court. It's *Amazing Tennis*!

Tennis Terms

LOVE: A score of zero. While no one is quite certain of the origin of this term in tennis, the most common belief is that it comes from the French "l'oeuf" (The Egg), pertaining to the shape of the zero.

POINT: A point is played from the time the ball is put into play by the server until one player fails to return it in-bounds.

DEUCE: A game score of 40 ALL. Once the score of DEUCE is reached in a game, a player must win two points in a row to win the game.

ADVANTAGE: The player who wins the point at DEUCE is said to have an ADVANTAGE. If the player with an ADVANTAGE wins the next point, he will win the game. If his opponent wins the next point, the score returns to DEUCE.

AD IN: ADVANTAGE to the serving player.

AD OUT: ADVANTAGE to the receiving player.

GAME: The GAME is decided in favor of the first player to win at least four points by a margin of two.

SET: A set is awarded to the player who wins at least six games by a margin of two, or to the player who wins a tie-breaker at 6 ALL.

TIE-BREAKER: The 12-point tie-breaker is played when the games are tied at 6 ALL, and determines the winner of the set. It consists of a series of points played until one player wins at least seven points by a margin of two.

MATCH: A match in *Amazing Tennis* is a best two-out-of-three set contest, and determines the overall winner between two players. If the players split the first two sets, the winner of the third and final set will win the match.

SPLIT: Players SPLIT the first two sets if they each win one set.

LOB: A high, defensive shot intended to travel over the head of a player at the net.

DROP SHOT: A softly-hit shot intended to land very short—and hopefully bounce twice—before being reached by one's opponent.

RALLY: The back and forth exchange of the ball.

VOLLEY: A ball hit on the fly, before it has bounced on your side of the court.

CROSSCOURT SHOT: A shot hit from one side of the court to the other, such as left to right or right to left.

DOWN THE LINE: A shot that travels along one sideline or the other.

APPROACH SHOT: The shot used by a player to approach the net. The approaching player runs up to the net behind his APPROACH SHOT to take an aggressive position there.

DRIVE: A hard-hit, low shot.

PASSING SHOT: A shot intended to pass out of reach of an opponent at the net.

ACE: An in-bounds serve that an opponent misses entirely (i.e., does not touch with his racquet), resulting in a point for the server.

FAULT: A serve that fails to travel over the net or lands outside of the service box.

DOUBLE FAULT: Two consecutive faults that result in the loss of a point to an opponent.

The Set-Up

Loading

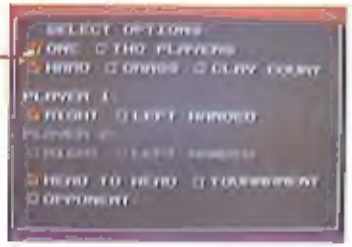
1. Make sure the power switch is OFF.

2. Insert the *Amazing Tennis* Game Pak as described in your SUPER NINTENDO® ENTERTAINMENT SYSTEM™ manual.

3. Turn the power switch ON.

You will now see the title screen. Press **START** to go to the Options Screen and make your selections.

Selecting on the Options Screen



Options Screen

Number of Players

For a smashing good time, you can play against a friend. But if a friend's not available, playing against a computer opponent is lots of fun, too.

To select the number of players, use the LEFT/RIGHT CONTROL PAD ARROWS on the Super NES controller to move the cursor arrow to the number you want (see the controller illustration on page 9 if you aren't familiar with the Super NES).

To play against the computer, select ONE. To take on a friend, select TWO PLAYERS. Press **BUTTON A** to lock in your selection.

NOTE: The checkmarks that are present on the Options Screen when it first appears are in default positions. When a selection is locked in, the checkmarks will appear in the appropriate boxes.

Hard Court

Grass Court

Clay Court

Court Surfaces

Move the cursor to select a HARD, GRASS, or CLAY court. Press **BUTTON A** to confirm your selection.

Here are the differences in the courts:

HARD: Hard courts give the truest bounce of any surface. The ball's bounce and speed—and your timing—will not be affected.

GRASS: Grass gives the ball an erratic low bounce. It tends to stay low and fast when played on grass, so swing early.

CLAY: Because clay is softer, the ball digs into the surface, bouncing higher and slower. So hold your swing a little longer on a clay court.

Right- or Left-handed

You can choose to play as either a right- or left-handed player. In a two-player game, decide which one of you will be Player 1 (he'll serve first). Then each of you will choose the hand you want to play. Move the cursor to your choice and lock it in with **BUTTON A.**

PRO TIP: *You'll probably do best if you pick the hand that matches your real-life preference.*

Head-to-Head/Opponents

There are two One-Player modes to choose from in *Amazing Tennis*: HEAD-TO-HEAD or TOURNAMENT. If you simply want to play a match against a Super NES opponent, use the cursor and **BUTTON A** to select HEAD-TO-HEAD. Then move the cursor directly to OPPONENT and press **BUTTON A.** (Tournament play is described on page 19.)

There are 15 opponents of varying talents to choose from. To cycle through them, press **BUTTON A.** To go backwards, press **BUTTON B.** To select one, press **START.**

Meet your Match

Here's the roster of computer opponents you can play against, ranging from the most unskilled and easiest to beat, to the most skilled and difficult to beat players. In a tournament, you may encounter any of these players at any time on your way through the Draw (see page 19 for details of tournament play).

Jacques
country: France
Right-handed
world ranking: 502

Bobo
country: Italy
Left-handed
world ranking: 419

John
country: U.S.: Florida
Right-handed
world ranking: 280

Ingmar
country: Monte Carlo
Right-handed
world ranking: 369

Rajid
country: India
Right-handed
world ranking: 241

Toshi
country: Japan
Right-handed
world ranking: 206

Christiaan
country: Holland
Left-handed
world ranking: 180

Hassan
country: Morocco
Right-handed
world ranking: 163

Nick
country: U.S.: California
Left-handed
world ranking: 114

Aaron
country: Philippines
Right-handed
world ranking: 92

Kanyanta
country: Zambia
Right-handed
world ranking: 62

Arthur
country: U.S.: Hawaii
Right-handed
world ranking: 44

Angie
country: Estonia
Right-handed
world ranking: 39

Richard
country: Sweden
Right-handed
world ranking: 37

Sten
country: Estonia
Left-handed
world ranking: 22

Entering your Name

After you've made your selections on the Options Screen, the **Name Entry Screen** will appear.

To enter a letter use the **UP/DOWN, RIGHT/LEFT CONTROL PAD ARROWS** to point the cursor to a letter and press **BUTTON A**. Continue this way until all the letters are entered. Then press **START.**

To add a space, select SP.

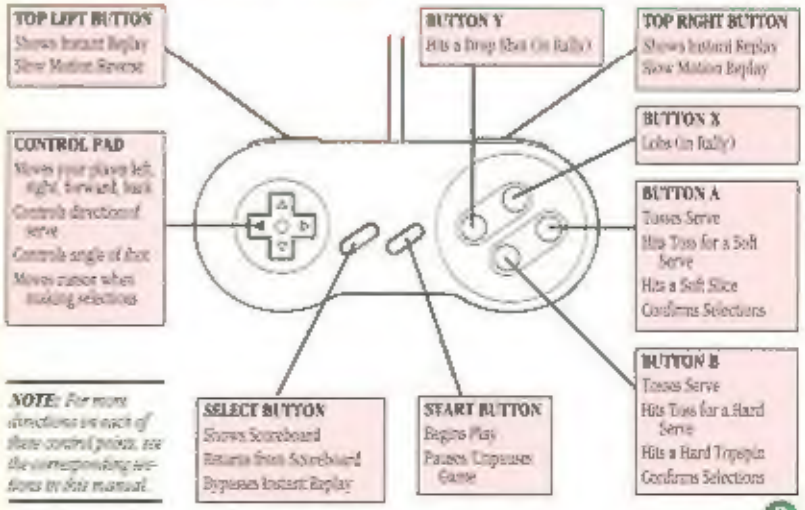
To backspace, press ◄.

To clear entire name, press CLR.

To simply be called PLAYER 1 or PLAYER 2, press **START** before entering any letters.

PRO TIP: *When playing a tournament, be sure to enter your name. You may be eligible for a special promotion if you win and you'll want to be able to prove it (see Tournament on page 19).*

Controlling your Game



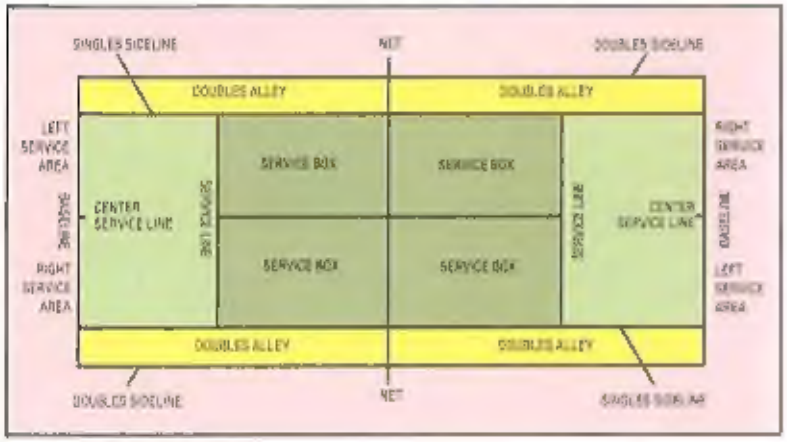
NOTE: *For more directions on each of these control pieces, see the corresponding sections in this manual.*

On the Court

The Tennis Court

The tennis court is marked off into sections. For singles games—like you'll play in *Amazing Tennis*—you'll need to concentrate on the inside sections.

■ Service in-bounds areas ■ Singles in-bounds areas ■ Doubles in-bounds areas



The regulation tennis court.

Singles games are played inside the SINGLES SIDELINES. Balls that are hit on the inside BASELINE are considered good. Balls hit over it are out. If any part of the ball touches a boundary line, it is good.

The regulation tennis court as seen in Amazing Tennis.

Serving

Each server serves for one game, rotating from right to left serving positions. The first point of the game is always from the right court. The second point is served from the left, the third from the right again. At the end of each game, players switch serving and receiving positions (*Amazing Tennis* does this rotation for you automatically).

To serve, the player tosses the ball into the air, then swings to hit it over the net and into the opponent's diagonally opposite service box. For each point served, the player gets two chances to put the ball in play. Most players are more conservative on their second serve in an attempt to avoid losing the point. If the player misses the ball altogether on the serve, he tries again—nothing lost, nothing gained.

Faults

A *"fault"* is a served ball that:

- Doesn't make it over the net
- Bounces outside of the service box*

See tennis court diagrams, pages 10–11.

If, on your first serve, you serve a fault, you get another chance. If you serve a fault on your second serve, it's called a **Double Fault** and the point goes to your opponent.

In *Amazing Tennis*, the line judges call the lines and the umpire will call the faults. (They are always extremely accurate.)

Types of Serves

In *Amazing Tennis* you can choose between two types of serves: a hard serve or a soft serve.

To serve a hard serve, press **BUTTON A** or **B** for the toss. Then press **BUTTON B** again for the swing.

To serve a soft serve, press **BUTTON A** or **B** for the toss. Then press **BUTTON A** again for the swing.

To hit a deep serve, swing early.

To hit a short or low serve, swing later.

To control the direction of your serve, hold the **CONTROL PAD ARROWS RIGHT** or **LEFT** during the wind-up.

Time your serve to swing when the ball has reached the top of its arc and has just begun its descent.

PRO TIP: ***On your second serve,*** *don't take chances on getting a double fault. Use* ***BUTTON A*** *(your soft serve) and swing early to make sure you clear the net.*

Changing Ends

After an odd number of games have been played in a set, players change ends of the court. The umpire will prompt you to do so by saying "Change Ends," and the actual change in *Amazing Tennis* will happen automatically. In a tie-breaker, players change ends after every 6 points are played (see page 17 for more on tie-breakers).

The end of the court that is closest to the "camera" is known as the **forecourt.** The end that is farthest from the camera is the **backcourt.**

You will play in the forecourt...

...and the backcourt.

PRO TIP: *Strategy and techniques may vary slightly depending on which end of the court you're playing in. Carefully read the ideal instructions described in this manual, and practice a bit to get the feel of being in both ends.*

Rallying

Once the ball has been served and it's in play, the back and forth exchange of the ball is called *"rallying."* Tennis players try to control their shots so that they are difficult to return. For example, if an opponent is still on the left side of the court, the player will try to aim the ball towards the right—in hopes that the opponent will be too far away from the ball to reach it in time to return it.

If an opponent is positioned deep on his side of the court, away from the net and toward the baseline, the player may try for a *"drop shot"* or *"angled volley"* that falls close to the net in the opponent's court—again making it harder for him to reach the ball.

Amazing Tennis gives you four basic types of shots—and you can experiment with modifying the directions on each one. The four types are:

Soft Slice

A **soft slice** is your most basic shot. It results in a smooth-sailing ball that clears the net by a few feet.

To execute a soft slice, press **BUTTON A** to meet the ball.

Hard Topspin

A **hard topspin** is is a fast-moving ball with a spin on it, making it more difficult for the opponent to aim it.

To execute a hard topspin, press **BUTTON B** to meet the ball.

Lob

A **lob** is a ball that arcs high into the air before beginning its descent. A good strategy is to use a lob when your opponent is close to the net. If your lob is well-placed toward the baseline, it will be difficult for your opponent to run back fast enough to reach the ball in time.

To execute a lob, press **BUTTON X** to meet the ball.

Drop Shot

A **drop shot** is a ball that dies just as it makes it over the net—a very difficult shot for the opponent to return. A drop shot should be made from a position fairly close to the net.

To execute a drop shot, press **BUTTON Y** to meet the ball.

PRO TIP: *Don't attempt a drop shot if you're behind the service line.*

Directing your Returns

Just like in real tennis, *Amazing Tennis* lets you control the angle or direction in which you return the ball. You can do this in two ways or with a combination of the two ways. The two ways are:

1. Controlling your position in relationship to the ball.
2. Using the **RIGHT/LEFT ARROWS.**

The position in which you place yourself to make a shot affects which way the ball travels. If you stand to the right of the ball, the ball will be directed left. If you stand to the left of the ball, it will be directed right.

To aim a ball to the right, stand to the left of it or press the **RIGHT ARROW** when you swing.

To aim the ball to the left, stand to the right of it or press the **LEFT ARROW** when you swing.

To put a dramatic angle on the ball, position yourself as described above *and* use the corresponding **ARROW** at the same time.

The Overhead Smash

If you have hopes of winning the tournament, here's a shot you should get good at: the **overhead smash.** It can be almost impossible to return.

To hit an overhead smash, back up to the service line to return a *lob* (the smash can only be executed on a lob) and prepare to swing early while the ball is high. Press either **BUTTON A** or **B** to swing. You'll be surprised how effective it can be—especially if you add an angle placement using the **RIGHT** or **LEFT ARROWS.**

Serve and Volley

Here's another strategy you can use against the top seeds. The **serve and volley** is accomplished by taking the net position after serving and hitting your opponent's return before the ball touches the ground.

Executing a successful serve and volley means rushing the net as soon as you serve. You'll use the **UP/DOWN ARROWS** to rush. (If you're positioned in the forecourt, use the **UP ARROW**. If you're in the backcourt, use the **DOWN ARROW.**)

To serve and volley, press the **UP/DOWN ARROW** (see above) during your service motion. You will immediately begin running toward the net where you can prepare to hit a volley, using either **BUTTON A** or **B** to swing.

Game, Set, Match

Tennis matches are actually a series of several games in one. The first group of games is called a *"set."* The first player to win at least six games by a margin of two, wins the set.

A tennis *"match"* is made up of a series of sets. In *Amazing Tennis*, a match consists of three sets, maximum. The first player to win two out of three sets, wins the match. The third set is played only if the players *"split"* the first two sets.

Scoring

Here are the ways you score points in *Amazing Tennis*:

- Opponent serves two out-of-bounds serves in a row (double fault).
- Opponent fails to return an in-bounds ball.
- Opponent hits a ball out-of-bounds.

Scoring in tennis is quite different from scoring in most other competitive sports because it uses an unusual series of numbers. *Amazing Tennis* will keep score for you automatically. But just so you know what's going on, here's how the scoring system works:

SCORE #	POINTS or CALL
0	LOVE
1	15
2	30
3	40
4	WINNING POINT

If the game is tied, 40 to 40, it's called **DEUCE.**

In a DEUCE game, if the server scores the next point, it's called **ADVANTAGE SERVER** or **AD IN.** If the receiver scores the DEUCE point, it's called **ADVANTAGE RECEIVER** or **AD OUT.**

To win a DEUCE game, a player must win two points in a row.

Once a game is finished, players continue on to the next game. The match is over when one player wins two sets.

12 Point Tie-breaker

What happens when there's a tie at the end of a set and each player has won 6 games? You go into a 12-point-tie-breaker. Here's how it works:

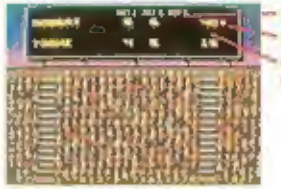
The last player to receive serves the first point starting from the right side. (Let's call him Player A.)

Then the other player (Player B) serves the following two points starting from the left side.

Now Player A serves again, this time for two points, starting from the left side.

Next, Player B serves from the left. Then players switch ends of the court and Player B serves from the right.

At this point, seven points have been served. The tie-breaker continues until one player wins at least seven points by a margin of two.



You can view the scoreboard by pressing SELECT before you begin a serve.

Amazing Tennis automatically keeps score for you. The umpire will announce the score after each point. At the end of each set, the screen will tilt up to show the scoreboard, which is above the crowd.

Each player's score for each set is posted in a row next to his name. The lighted dot indicates which player is serving.

To view the score during the game, press **SELECT** before beginning your serve.

To accelerate through the scoreboard sequence and get back to the court, press **SELECT** as soon as you see the scoreboard or when the umpire finishes calling the score.

The current game's score will be displayed here after each point.

Instant Replays

Instant replays let you check the umpire's calls. (Don't be surprised if he's always right.)

At the end of each game you're shown an instant replay of the winning point. When you're first getting the "swing" of *Amazing Tennis*, instant replays are great because they show you what you did wrong—and what you did right.

For example, if you want to know if you're swinging too early—or too late—click in the instant replay. If you're not sure whether your shot was in- or out-of-bounds, click in the instant replay. Or if you made a really terrific save and you just want to extend the high of the moment, play it again.

To see an Instant Replay, press the **TOP LEFT** or **TOP RIGHT BUTTON** before starting a new serve. You'll then get a chance to see the last play over again.

To view a replay in the forward direction, press the **TOP RIGHT BUTTON** during the replay.

To view a replay in reverse, press the **TOP LEFT BUTTON** during the the replay.

To bypass an Instant replay, press **SELECT.**

Tournament

In this One-Player mode, you get a chance to play the computer opponents in an elimination format to go for the Tournament Championship.

When you first select TOURNAMENT on the Options Screen (see page 6), you'll see the Tournament Draw Sheet with your name on one of the rungs. You must defeat the opponent you're paired with in order to go on to the next match. If you lose the match, you're out of the tournament.

The four top players are *"seeded"* into the Tournament Draw Sheet. This means that the best players are put into the Draw in such a way that they won't play each other right away. This type of seeding—which is common practice in professional tennis—makes sure the best contenders don't get eliminated in the first round of the match. It keeps the game fair and exciting.

***NOTE:** The best players, even if they win every round, won't play each other until the finals.*

To view the Tournament Draw Sheet, move the UP/**DOWN, RIGHT/LEFT ARROWS** to scroll across the sheet.

Each tournament consists of four matches. Each match is the best 2 out of 3 sets. Each set is a minimum of six games (see *Game, Set, Match*, page 16.) So in tournament play you would play a minimum of 48 games—and that's only if you won every one!

When you win a tournament match you'll go to the Tournament Draw Sheet where you'll see your name on the next rung. You'll also see the scores from the previous games. Take a look at them to see who's hot in this tournament.

***NOTE:** The matches you don't participate in are not played out on-screen. They happen "off-camera," and only their results are displayed on the Draw Sheet.*

If you win all four matches in the tournament, you'll receive the grand trophy and your name will appear along with your score on the final rung of the Tournament Draw Sheet.

***NOTE:** Have your camera ready when you play a tournament. The Trophy Screen will only be displayed for 30 minutes after the end of the final match. Amazing Tennis will not save your standing in the tournament if you restart or turn off your Super NES. So if you need to take a break during a tournament, turn off your TV or monitor, but leave your Super NES on.*

If you win the tournament, you're eligible to become a member of our *Amazing Tennis* Winner's Club. To enter, just take a photograph of the Final Tournament Screen with your name in the winner's slot and send it to

Amazing Tennis Winner's Club
ABSOLUTE ENTERTAINMENT
P.O. Box 116
Glen Rock, NJ 07452

Top Tennis Tips

- The first five computer opponents are the easiest to beat. So practice with them. When you get good enough to beat them all, go on to some tougher competition.

- If you're returning a ball that's near the sidelines, hold the **CONTROL PAD ARROW** toward the inside as you hit the ball. This will draw the ball back into the court.

- When charging the net, use a slice approach. This gives you time to get close to the net for your volley and keeps the ball low, which reduces your opponent's chances for an offensive shot. This approach is used frequently by the pros.

- An approach shot down the center of the court will reduce the angles available for your opponent's passing shots.

- The best response to an on-rushing opponent is to hit a hard, sharp angle shot. This forces him to stop his approach momentarily and stretch wide for the shot. Even if he returns the ball, he is often left out of position for your next shot.

- Use the lob to push your opponent back off the net. When he backs up to cover the lob, he will sometimes leave an opening for a crosscourt drive.

- When evenly-matched players compete, most points are won at the net. The player who takes the first good opportunity to attack the net has the best chance to win the point.

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Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program ("Program") that the Game Pak ("Game Pak") on which the Program is embodied will be free from defects in materials and workmanship for a period of ninety (90) days from the day of purchase. If your Game Pak becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

To replace a defective Game Pak during the warranty period, mail the entire Game Pak, proof of your purchase with the purchase date circled, a brief statement describing the defect, and a large, self-addressed stamped envelope to:

Warranty Officer
Absolute Entertainment, Inc.
P.O. Box 116
Glen Rock, New Jersey 07452
Tel: (201) 652-1227

If your Game Pak fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment, Inc. at the address above along with a check or money order for $25.00, a brief statement describing the defect, and a large self-addressed stamped envelope. This offer to repair or replace defective Game Paks after the end of the 90-day warranty period may be withdrawn at any time without notice.

We recommend that defective Game Paks be packaged carefully and sent certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective Game Paks until they have been received by us at the above address.

This warranty is limited to the Game Pak as originally supplied by Absolute Entertainment, Inc. and is not applicable to the Program embodied on the Game Pak. This warranty will not be honored if the defect has arisen through abuse, mistreatment, improper care of the Game Pak, neglect, or normal wear and tear.

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ASK FOR EXTENSION 201

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